GAMER
15th April 2026
SUPER MARIO
Franchise Special

Super Mario Bros. GAMER

TIME LINE

1985 Super Mario Bros.

1986 Super Mario Bros.: The Lost Levels

1988 Super Mario Bros. 2

1988 Super Mario Bros. 3

1989 Super Mario Land

1990 Super Mario World

1992 Super Mario Land 2: 6 Golden Coins

1995 Super Mario World 2: Yoshi's Island

1996 Super Mario 64

2002 Super Mario Sunshine

2006 New Super Mario Bros.

2007 Super Mario Galaxy

TIME LINE

2009 New Super Mario Bros. Wii

2010 Super Mario Galaxy 2

2011 Super Mario 3D Land

2012 New Super Mario Bros. 2

2012 New Super Mario Bros. U

2013 Super Mario 3D World

2015 Super Mario Maker

2016 Super Mario Run

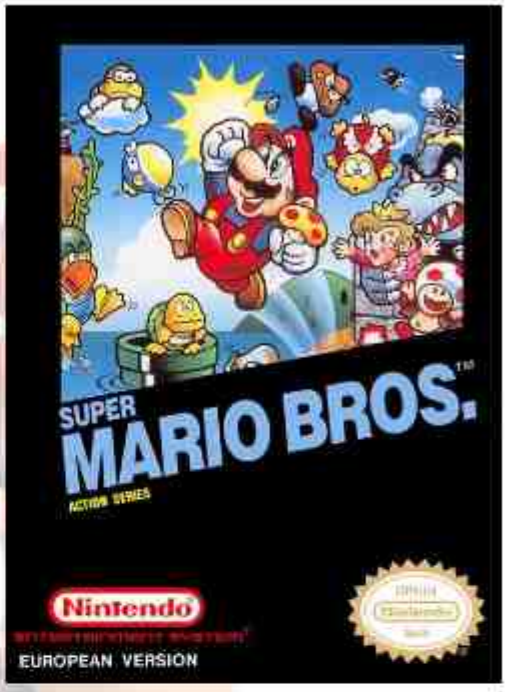
2017 Super Mario Odyssey

2019 Super Mario Maker 2

2021 Bowser's Fury

2023 Super Mario Bros. Wonder

Super Mario Bros. GAMER



Super Mario Bros. (1985)

Release Date: September 13, 1985.

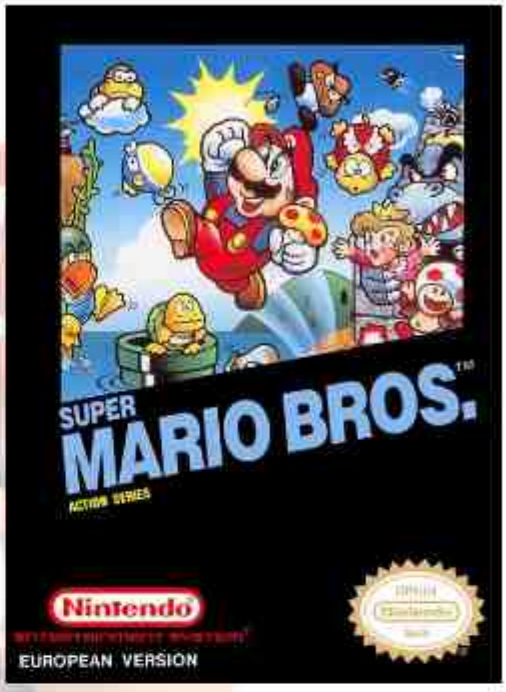
Developer: Nintendo.

Platform: Family Computer (Famicom) and Nintendo Entertainment System (NES)

Genre: Platformer

Super Mario Bros is a landmark video game that helped revive the North American video game industry after the crash of 1983.

Super Mario Bros. GAMER



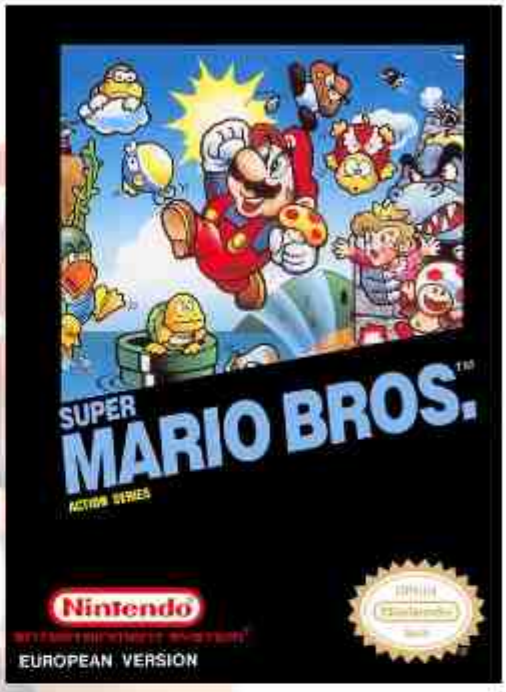
Super Mario Bros. (1985)

In the game, players control Mario, a plumber from the Mushroom Kingdom, on a quest to rescue Princess Toadstool (later known as Princess Peach) from the villainous King Koopa (later known as Bowser).

The Princess has been kidnapped, and the land's inhabitants have been turned into various blocks and items.

Super Mario Bros.

Super Mario Bros. GAMER



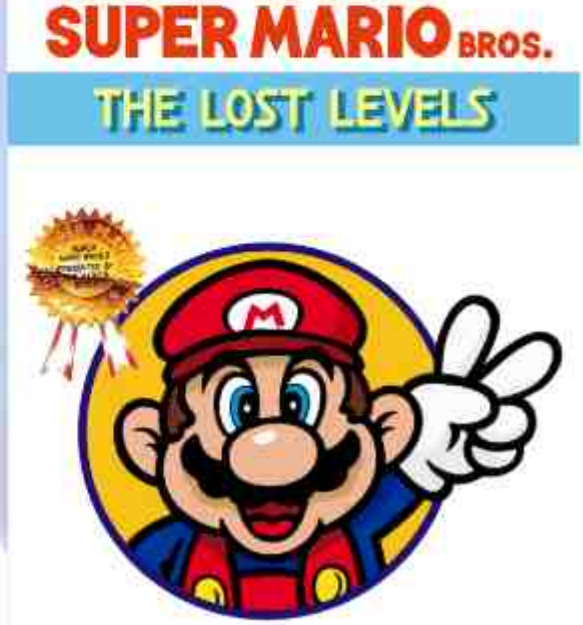
Super Mario Bros. (1985)

The game is a side-scrolling platformer where Mario must navigate through eight worlds, each with four stages, filled with obstacles and enemies such as Goombas and Koopa Troopas.

Along the way, Mario can collect power-ups, including the Super Mushroom (which makes him bigger), the Fire Flower (which allows him to shoot fireballs), and the Super Star (which grants temporary invincibility).

Super Mario Bros. GAMER

Super Mario Bros.: The Lost Levels (1986)



The Lost Levels is the direct sequel to the original Super Mario Bros and was initially released only in Japan.

FMC-SMB

Nintendo

Super Mario Bros. GAMER

Super Mario Bros.: The Lost Levels (1986)

It was designed as a game for players who had mastered the original, featuring a significantly higher difficulty level with more challenging obstacles, enemy placements, and new elements not present in the first game.

The gameplay is similar to the original, but with key differences.

Super Mario Bros. GAMER

Super Mario Bros.: The Lost Levels (1986)

The game introduces new mechanics, such as the infamous "Poison Mushroom" that harms Mario, and "wind" that can either help or hinder his jumps.

Luigi is also given a unique characteristic, a higher jump but less traction, while Mario retains his balanced abilities.

Super Mario Bros. GAMER

Super Mario Bros. 2 (1988)

The Super Mario Bros. 2 was released in 1988.

Unlike the previous game, players can choose from four different characters at the start of each level, each with unique abilities:

Mario is a balanced character with average stats.

Luigi Has a higher jump but less traction, making him a bit harder to control.

Princess Toadstool Can float in the air for a short period, which is useful for crossing large gaps.

Super Mario Bros. GAMER

Super Mario Bros. 2 (1988)

Toad is very strong and can pull items from the ground quickly, but has a low jump.

The gameplay focuses on a new mechanic where players can pick up and throw vegetables from the ground to defeat enemies.

This, along with its unique boss fights and the ability to enter "Subspace" to find secret items, makes it a distinct and memorable game in the Super Mario lineage.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario Bros. 3 (1988)

Super Mario Bros 3 is one of the most acclaimed and influential video games of all time.

It returned to the side-scrolling platforming gameplay of the original Super Mario Bros.

but introduced a massive number of innovations and new features.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario Bros. 3 (1988)

The story sees Mario and Luigi venturing out from the Mushroom Kingdom to stop Bowser and his seven children, the Koopalings, from conquering the neighboring kingdoms.

The game is famous for its use of an over-world map, where players can choose which level to enter and even access bonus games, Toad Houses, and hidden paths.

Super Mario Bros. GAMER

Super Mario Bros. 3 (1988)

This non-linear approach to level progression was a major change from previous Mario games.

Super Mario Bros 3 is also known for its incredible variety of new power-ups and suits, which give Mario and Luigi a wide range of new abilities.

Super Mario Bros. GAMER

Super Mario Bros. 3 (1988)

Super Leaf

Transforms Mario into Raccoon Mario, allowing him to fly for a short time.

Tanooki Suit: a more advanced version of the Raccoon suit that also allows Mario to turn into a stone statue to avoid enemies.

Super Mario Bros. GAMER

Super Mario Bros. 3 (1988)

Frog Suit Greatly improves Mario's swimming abilities but hinders his movement on land.

Hammer Suit Turns Mario into Hammer Mario, letting him throw hammers at enemies.

Super Mario Bros. GAMER

Super Mario Bros. 3 (1988)

With its vibrant graphics, imaginative level design, and a huge amount of hidden content and secrets, Super Mario Bros. 3 set a new standard for platforming games and remains a beloved classic.

Super Mario Bros. GAMER

Super Mario Land (1989)

Super Mario Land was a launch title for the original Game Boy and the first Super Mario game to be released on a handheld console.

The game takes place in Sarasaland, a new world with four distinct kingdoms, instead of the traditional Mushroom Kingdom.

Super Mario Bros. GAMER

Super Mario Land (1989)

Mario's quest is to rescue Princess Daisy (in her debut appearance) from the alien villain, Tatanga.

The gameplay is a side-scrolling platformer, but with several changes to adapt to the Game Boy's hardware.

Mario's fireballs are replaced with "Superballs" that bounce off walls, and Koopa Troopas explode after being stomped on.

Super Mario Bros. GAMER

Super Mario Land (1989)

The game also includes two unique shooter levels where Mario pilots a submarine (Marine Pop) and an airplane (Sky Pop) to defeat enemies.

Super Mario Land was a critical and commercial success, playing a key role in the success of the Game Boy system.

Super Mario Bros. GAMER

Super Mario World (1990)

Super Mario World was a launch title for the Super Nintendo Entertainment System and is widely considered one of the greatest video games of all time.

It serves as a direct sequel to Super Mario Bros. 3, with Mario and Luigi heading to a new land for vacation after their adventures.

Super Mario Bros. GAMER

Super Mario World (1990)

While in "Dinosaur Land," Princess Toadstool (Peach) is once again kidnapped by Bowser, and his seven Koopalings have imprisoned the land's inhabitants, the Yoshis, in eggs.

Super Mario Bros. GAMER

Super Mario World (1990)

The game is a significant leap forward from its NES predecessors, taking full advantage of the Super Nintendo Entertainment System's 16-bit graphics and sound capabilities.

Super Mario Bros. GAMER

Super Mario World (1990)

It introduced a much larger, more interconnected over world map with numerous secret exits and branching paths, encouraging exploration and replayability.

The most iconic new addition to the series is Yoshi, a friendly dinosaur that Mario can ride.

Super Mario Bros. GAMER

Super Mario World (1990)

Yoshi can eat most enemies and objects, with some even granting him special powers, like the ability to fly or shoot fireballs, depending on the color of the shell he consumes.

Super Mario Bros. GAMER

Super Mario World (1990)

Other new features include the "Cape Feather," a power-up that allows Mario to fly and glide, and the "spin jump," a new move that lets him bounce off certain enemies and blocks.

Super Mario Bros. GAMER

Super Mario World (1990)

With its vibrant visuals, memorable soundtrack, and a staggering amount of secrets to uncover, Super Mario World refined the Mario platforming formula to near-perfection and remains a timeless classic.

Super Mario Bros. GAMER

Super Mario Land 2: 6 Golden Coins (1992)

Super Mario Land 2: 6 Golden Coins is the sequel to the original Super Mario Land and a major step up from its predecessor.

It brought the Super Mario series closer to the feel of its console counterparts while retaining the unique charm of the handheld titles.

The story introduces Mario's new arch-rival, Wario, in his debut appearance.

While Mario was away on his adventure in Sarasaland (the setting of the first game), Wario took over Mario's private castle and put a spell on the inhabitants of Mario Land, making them believe he is their true ruler.

Super Mario Bros. GAMER

Super Mario Land 2: 6 Golden Coins (1992)

To reclaim his castle, Mario must travel across Mario Land to collect the six golden coins that unlock the castle gate.

The game's design is heavily influenced by Super Mario World, featuring a non-linear over-world map that allows players to tackle the six different "zones" in any order they choose.

The level design is also far more creative and varied than the first game, with imaginative themes such as a haunted Pumpkin Zone, a miniature Macro Zone, and a Space Zone.

Super Mario Bros. GAMER

Super Mario Land 2: 6 Golden Coins (1992)

Super Mario Land 2 also introduced a new power-up, the Magic Carrot.

Which transforms Mario into Bunny Mario, giving him the ability to glide slowly by wiggling his ears.

The game's sprites are much larger and more detailed, making the characters more expressive and the action more visually appealing.

The inclusion of a save feature was also a major improvement, allowing players to save their progress at any time.

Super Mario Bros. GAMER

Super Mario Land 2: 6 Golden Coins (1992)

This game marked a significant evolution for the Super Mario handheld series and laid the groundwork for Wario's future as a fan-favorite character with his own successful franchise.

Super Mario Bros. GAMER

Super Mario World 2: Yoshi's Island (1995)

Super Mario World 2: Yoshi's Island is a prequel to the main Mario series and is notable for its radical departure in both art style and gameplay.

The game's story begins with a stork carrying Mario and Luigi as babies to their parents.

Kamek, the head of the Magikoopas, ambushes the stork, kidnapping Baby Luigi and causing Baby Mario to fall to a mysterious island populated by Yoshis.

Super Mario Bros. GAMER

Super Mario World 2: Yoshi's Island (1995)

A friendly Yoshi finds Baby Mario and, with the help of his fellow Yoshis, decides to help him rescue his brother and reunite them with their parents.

The game is a side-scrolling platformer, but the player controls various Yoshis, with Baby Mario riding on their back.

The main objective of each level is to safely carry Baby Mario to the goal.

If a Yoshi is hit by an enemy, Baby Mario pops off in a bubble and a timer starts, counting down from 30 seconds.

Super Mario Bros. GAMER

Super Mario World 2: Yoshi's Island (1995)

If the timer reaches zero before the Yoshi can retrieve him, Kamek's minions kidnap Baby Mario, and the player loses a life.

Yoshi's Island introduced a number of new mechanics, including:

Egg Throwing **Yoshis can swallow enemies and turn them into eggs, which can then be aimed and thrown at obstacles or other enemies.**

Super Mario Bros. GAMER

Super Mario World 2: Yoshi's Island (1995)

Flutter Jump: Yoshis can perform a "flutter jump" to gain extra height and stay in the air longer.

Unique Art Style: The game features a striking, crayon-like visual style that gives it a hand-drawn, whimsical appearance, a major artistic shift from the traditional Mario games.

Despite the "Super Mario World 2" title, the game is truly the start of its own sub-series, focusing on the Yoshis.

Super Mario Bros. GAMER

Super Mario World 2: Yoshi's Island (1995)

It was praised for its innovative gameplay, beautiful graphics, and fantastic soundtrack, and is considered a masterpiece of the 16-bit era.

Super Mario Bros. GAMER

Super Mario 64 (1996)

Super Mario 64 is a revolutionary game that fundamentally changed the video game industry.

It was a launch title for the Nintendo 64 and the first Super Mario game to feature 3D gameplay.

The story begins with a letter from Princess Peach inviting Mario to her castle for a cake.

Upon arriving, Mario discovers that Bowser has taken over the castle, trapped the Princess and her servants inside, and stolen the castle's 120 Power Stars, which are the source of its power.

Super Mario Bros. GAMER

Super Mario 64 (1996)

Mario must enter the various worlds hidden within the castle's magical paintings to collect the Power Stars and ultimately confront Bowser.

The game's primary innovation was its transition from 2D side-scrolling to a vast, open-ended 3D world.

This required a complete overhaul of the series' core mechanics and introduced a new standard for camera control and character movement in 3D space.

3D Freedom Players could move Mario in any direction using the analog stick, giving them unprecedented freedom of movement.

Super Mario Bros. GAMER

Super Mario 64 (1996)

Expansive Moveset
Mario's abilities were expanded dramatically.

He could now perform a triple jump, wall jump, long jump, backward somersault, and a ground pound.

This rich moveset made the act of moving itself a key part of the fun.

Open-Ended Level Design **Unlike the linear levels of past Mario games, each of Super Mario 64's 15 main courses was a miniature sandbox.**

Players had to explore these worlds to find multiple Power Stars by completing a variety of objectives, such as defeating a boss, collecting 100 coins, or solving a puzzle.

Super Mario Bros. GAMER

Super Mario 64 (1996)

Dynamic Camera System The game introduced a dynamic, user-controlled camera system.

which allowed players to adjust their view of the world.

Super Mario 64 is not only one of the best-selling games on the Nintendo 64, but also a landmark in video game history that set the template for countless 3D platformers and action-adventure games that followed.

Super Mario Bros. GAMER

Super Mario Sunshine (2002)

Super Mario Sunshine is the second 3D platformer in the Super Mario series.

Taking place after the events of Super Mario 64, the game begins with Mario, Princess Peach, Toad, and a team of Toads flying to the beautiful resort island of Isle Delfino for a vacation.

Upon their arrival, they find that the island has been covered in a mysterious, goopy graffiti.

Super Mario Bros. GAMER

Super Mario Sunshine (2002)

The authorities, mistaking Mario for the real culprit due to his striking resemblance to a shadowy figure, arrest him.

To clear his name, Mario is sentenced to clean up the island.

The game also introduced a new character, Bowser Jr., who is revealed to be the shadowy villain known as "Shadow Mario.

Super Mario Bros. GAMER

Super Mario Sunshine (2002)

Mario is equipped with a new invention called the F.L.U.D.D. (Flash Liquidizer Ultra Dousing Device), a water-spouting backpack that becomes the central new mechanic of the game.

Super Mario Bros. GAMER

Super Mario Sunshine (2002)

F.L.U.D.D. is used for a variety of tasks, including cleaning up the goop, defeating enemies, and most importantly, providing new platforming abilities.

The various nozzles on F.L.U.D.D., such as the Hover Nozzle, Rocket Nozzle, and Turbo Nozzle, allow Mario to hover in the air, launch vertically, or move at high speeds across water, respectively.

Super Mario Bros. GAMER

Super Mario Sunshine (2002)

The game is set entirely on Isle Delfino, which serves as a large hub world, with various levels (or "courses") accessible from different parts of the island.

Super Mario Bros. GAMER

Super Mario Sunshine (2002)

Each level contains multiple objectives to complete to earn a "Shine Sprite."

The game also introduced a new character, Bowser Jr., who is revealed to be the shadowy villain known as "Shadow Mario."

Super Mario Sunshine is known for its tropical theme, vibrant graphics, and unique gameplay centered around the F.L.U.D.D. device, which provided a fresh take on 3D platforming.

Super Mario Bros. GAMER

Super Mario Sunshine (2002)

While it received positive reviews, it remains one of the more divisive entries in the main Mario series due to its strict focus on F.L.U.D.D. mechanics and sometimes-frustrating level design.

Super Mario Bros. GAMER

New Super Mario Bros. (2006)

New Super Mario Bros. marked a significant return to the classic 2D side-scrolling platforming style that defined the early Super Mario games.

It was the first game in the "New Super Mario Bros." sub-series, which aimed to modernize the 2D formula with updated graphics, new mechanics, and a familiar, yet fresh, feel.

Super Mario Bros. GAMER

New Super Mario Bros. (2006)

The story follows the traditional plot: Bowser kidnaps Princess Peach, and Mario must journey through eight worlds to save her.

However, the game's presentation is a blend of 2D and 3D graphics, known as "2.5D," giving the characters and environments a detailed, dimensional look while retaining the classic side-scrolling gameplay.

Super Mario Bros. GAMER

New Super Mario Bros. (2006)

Key features and new additions include:

Mini-Mushroom: A power-up that shrinks Mario to a tiny size, allowing him to access special areas and perform very high jumps.

Mega Mushroom: A new power-up that temporarily turns Mario into a giant, allowing him to smash through obstacles, enemies, and pipes.

Super Mario Bros. GAMER

New Super Mario Bros. (2006)

Blue Koopa Shell: When picked up, this item turns Mario into a shell-like form, allowing him to retreat into his shell and slide along the ground to defeat enemies.

Multiplayer: The game includes a competitive multiplayer mode where two players can race to collect the most Power Stars.

Super Mario Bros. GAMER

New Super Mario Bros. (2006)

New Super Mario Bros. was a massive commercial success, becoming the best-selling game for the Nintendo DS and playing a key role in the console's popularity.

Its success led to the development of a full sub-series of games, bringing 2D Mario back to the forefront of gaming for a new generation of players.

Super Mario Bros. GAMER

Super Mario Galaxy (2007)

Super Mario Galaxy is a landmark title for the Wii console and a significant evolution of the 3D platforming genre.

It takes Mario's adventures into outer space, where he must traverse a multitude of galaxies to collect Power Stars and rescue Princess Peach from Bowser.

Super Mario Bros. GAMER

Super Mario Galaxy (2007)

The story begins during the Star Festival in the Mushroom Kingdom, where Bowser, in a classic villainous move, attacks with a fleet of airships and lifts Princess Peach's castle into space.

Mario gives chase but is thrown into the void of space by Kamek.

Super Mario Bros. GAMER

Super Mario Galaxy (2007)

He is rescued by a Luma and awakens on a small planet, where he meets the cosmic princess Rosalina, the protector of the cosmos, and her Comet Observatory.

Rosalina reveals that Bowser has stolen the Power Stars that power her observatory, and Mario must retrieve them to restore the ship's power and travel to the center of the universe to confront Bowser.

Super Mario Bros. GAMER

Super Mario Galaxy (2007)

The core gameplay innovation of Super Mario Galaxy is its use of spherical and fragmented worlds.

Mario can run around small, planet-like objects, with their own gravitational pull, allowing for a unique and mind-bending platforming experience.

Super Mario Bros. GAMER

Super Mario Galaxy (2007)

Super Mario Galaxy also took full advantage of the Wii's motion controls.

Players could shake the Wii Remote to perform a spin attack, which could be used to defeat enemies, activate certain objects, or gain a little extra airtime.

Super Mario Bros. GAMER

Super Mario Galaxy (2007)

The pointer functionality of the Wii Remote was also used to collect Star Bits, which could be fired at enemies or used to feed hungry Lumas to create new planets.

The game is widely praised for its creative level design, beautiful orchestral soundtrack.

Super Mario Galaxy received universal acclaim and is often cited as one of the best video games of all time.

Super Mario Bros. GAMER

New Super Mario Bros. Wii (2009)

New Super Mario Bros. Wii took the successful 2.5D formula of the 2006 Nintendo DS game and brought it to the home console, introducing a long-awaited and highly requested feature: simultaneous cooperative multiplayer.

The game's story begins with Mario, Luigi, and two Toads celebrating Princess Peach's birthday.

Super Mario Bros. GAMER

New Super Mario Bros. Wii (2009)

During the party, a giant cake is delivered, and out of it pop Bowser Jr. and the Koopalings, who once again kidnap the Princess.

The game's most significant innovation is the ability for up to four players to play together at the same time.

Super Mario Bros. GAMER

New Super Mario Bros. Wii (2009)

This new dynamic changed the gameplay completely, as players could work together to reach goals, and also accidentally (or intentionally) hinder each other's progress.

Players can jump on each other's heads, throw one another, and even ride on Yoshi, which was a new feature for the New Super Mario Bros series.

Propeller Mushroom: This allows Mario to fly vertically into the air and glide slowly downward by shaking the Wii Remote.

Super Mario Bros. GAMER

New Super Mario Bros. Wii (2009)

Ice Flower: Similar to the Fire Flower, this lets Mario shoot ice balls that can freeze enemies into throw able ice blocks.

Penguin Suit: This power-up improves Mario's mobility on icy surfaces and allows him to slide on his belly to defeat enemies.

The game also included the "Super Guide" feature, which was a first for a Nintendo game.

Super Mario Bros. GAMER

New Super Mario Bros. Wii (2009)

If a player failed to complete a level a certain number of times, a computer-controlled character (Cosmic Guide) would appear and demonstrate how to clear the stage, allowing the player to watch and learn or simply skip the section. This feature was designed to assist new or struggling players.

New Super Mario Bros.

Wii was a commercial blockbuster, becoming one of the best-selling games on the Wii and demonstrating the enduring appeal of classic 2D Mario platforming, especially with a new multiplayer twist.

Super Mario Bros. GAMER

Super Mario Galaxy 2

Super Mario Galaxy 2 is a direct sequel to the critically acclaimed Super Mario Galaxy and is often praised for its creative level design and refined gameplay.

The story is a straightforward one: Princess Peach invites Mario to the Star Festival to enjoy some cake.

As he arrives, Bowser appears as a giant, having used the power of Power Stars to grow to an immense size.

Super Mario Bros. GAMER

Super Mario Galaxy 2

He kidnaps Princess Peach and retreats to the center of the universe. Mario gives chase and, with the help of a Luma named Lubba, sets off on a journey aboard a new spaceship, the Starship Mario, to collect Power Stars and rescue the Princess.

While the core mechanics of the original game remain, Super Mario Galaxy 2 is not a simple rehash.

Super Mario Bros. GAMER

Super Mario Galaxy 2

It was originally planned as an expansion of the first game but grew to become a full-fledged sequel due to the abundance of new ideas.

New features and gameplay elements include:

Yoshi's Return: Yoshi makes his 3D platforming debut in this game.

Super Mario Bros. GAMER

Super Mario Galaxy 2

Mario can ride Yoshi, who can eat enemies, use his flutter jump, and gain temporary powers by eating special fruits, such as the Blimp Berry (which makes him float) and the Rock Mushroom which turns him and Mario into a rolling boulder.

Super Mario Bros. GAMER

Super Mario Galaxy 2

New Power-Ups: The game introduces new power-ups, including the Cloud Flower, which allows Mario to create temporary cloud platforms, and the Rock Mushroom, which transforms him into a rolling boulder.

Super Mario Bros. GAMER

Super Mario Galaxy 2

Simplified Hub World: Unlike the Comet Observatory in the first game, Super Mario Galaxy 2 uses a more traditional world map similar to *Super Mario Bros 3 and Super Mario World, making it easier for players to select levels.

Luigi is available as a playable character in many levels, offering a higher jump but less traction, mirroring his classic abilities.

Super Mario Bros. GAMER

Super Mario Galaxy 2

Super Mario Galaxy 2 received universal acclaim, with many critics and players considering it an improvement over its predecessor.

It is celebrated for its inventive and polished level design, beautiful visuals, and fantastic musical score.

Super Mario Bros. GAMER

Super Mario 3D Land (2011)

Super Mario 3D Land was a crucial release for the Nintendo 3DS, as it was one of the first games to truly integrate the console's stereoscopic 3D feature into the core gameplay experience.

The game's story is a simple return to form: a storm blows through the Mushroom Kingdom, stripping the "Tail Tree" of its leaves.

Super Mario Bros. GAMER

Super Mario 3D Land (2011)

Upon inspecting the tree, Mario discovers a letter from Princess Peach and a photo of her kidnapped by Bowser.

He then embarks on a journey to rescue her.

Super Mario Bros. GAMER

Super Mario 3D Land (2011)

The game is a unique hybrid of the classic 2D Super Mario side-scrollers and the more open-ended 3D platformers like Super Mario 64 and Super Mario Galaxy.

The levels are linear and have a time limit, much like the 2D games, but the player can move Mario in a full 3D space.

Super Mario Bros. GAMER

Super Mario 3D Land (2011)

Each level also ends with a classic flagpole, reinforcing the connection to the series' roots.

Super Mario 3D Land brought back the popular Tanooki Suit from Super Mario Bros. 3, which allowed Mario to glide slowly after a jump and tail-whip enemies.

Super Mario Bros. GAMER

Super Mario 3D Land (2011)

The game also introduced new power-ups, such as the Boomerang Flower, which gives Mario the ability to throw boomerangs at enemies and objects.

The 3D feature of the 3DS was used to great effect, allowing for puzzles and platforming challenges that were easier to solve by using the depth perception the feature provided.

Super Mario Bros. GAMER

Super Mario 3D Land (2011)

After completing the main game, players unlock a second set of eight "Special Worlds" that offer a significantly higher difficulty, with new challenges and the ability to play as Luigi, who has a higher jump but is more slippery to control.

Super Mario 3D Land was a critical and commercial success.

Super Mario Bros. GAMER

New Super Mario Bros. 2 (2012)

New Super Mario Bros. 2 for the Nintendo 3DS is the third game in the New Super Mario Bros series.

While it returns to the familiar 2.5D platforming style, it introduces a new and central gimmick: an obsessive focus on collecting coins.

Super Mario Bros. GAMER

New Super Mario Bros. 2 (2012)

The game's main goal, aside from rescuing Princess Peach from the Koopalings, is to collect as many coins as possible, with the game tracking a cumulative total on the title screen.

To support this coin-focused gameplay, a variety of new power-ups and mechanics were introduced.

Super Mario Bros. GAMER

New Super Mario Bros. 2 (2012)

Gold Flower This power-up turns Mario into Gold Mario, allowing him to shoot golden fireballs that turn enemies and blocks into coins.

Gold Block When Mario wears this block on his head, it produces a constant stream of coins as he runs.

Gold Rings Passing through these rings temporarily turns all nearby enemies into gold, allowing Mario to collect bonus coins by defeating them.

Super Mario Bros. GAMER

New Super Mario Bros. 2 (2012)

The game also brought back the popular Super Leaf from Super Mario Bros. 3, allowing Mario to become Raccoon Mario and fly.

It includes a two-player cooperative mode, a feature first introduced in New Super Mario Bros. Wii, which allows two players to play as Mario and Luigi simultaneously.

Super Mario Bros. GAMER

New Super Mario Bros. 2 (2012)

New Super Mario Bros. 2 also introduced "Coin Rush" mode, a challenge mode that tasks the player with collecting as many coins as possible across three randomly selected levels with a single life.

This mode, along with various downloadable content packs, extended the game's replayability.

Super Mario Bros. GAMER

New Super Mario Bros. 2 (2012)

While criticized by some for being too similar to its predecessors and for its emphasis on coins, the game was a commercial success and a key title in the Nintendo 3DS's library.

Super Mario Bros. GAMER

New Super Mario Bros. U (2012)

New Super Mario Bros. U was a launch title for the Wii U and the fourth game in the New Super Mario Bros series.

It continued the successful formula of the 2D side-scrolling games but leveraged the new hardware of the Wii U to introduce unique features.

Super Mario Bros.

The story is a familiar tale: Mario, Luigi, and two Toads are enjoying a meal with Princess Peach when Bowser, with the help of the Koopalings, attacks and kidnaps the princess, forcing the heroes on a journey to save her.

Super Mario Bros. GAMER

New Super Mario Bros. U (2012)

The game's most significant innovation was its use of the Wii U GamePad and the introduction of "Boost Mode."

In this mode, a fifth player could use the GamePad's touchscreen to interact with the game world, creating temporary platforms (Boost Blocks) for other players to jump on, stunning enemies, or highlighting hidden items.

This allowed for a new form of cooperative and competitive play.

Super Mario Bros. GAMER

New Super Mario Bros. U (2012)

New features and power-ups included:

Super Acorn: This power-up transforms Mario into Flying Squirrel Mario, giving him the ability to glide through the air and cling to walls.

Baby Yoshis: Unlike the full-grown Yoshis, these baby versions come in different colors and grant unique abilities when held.

For example, a blue Baby Yoshi can inflate to float, and a pink one can shoot bubbles that trap enemies and turn them into coins.

Super Mario Bros. GAMER

New Super Mario Bros. U (2012)

New Game Modes:

The game introduced "Boost Rush" mode, a fast-paced challenge where the screen automatically scrolls and speeds up as players collect more coins.

"Challenge Mode" also offered a variety of unique objectives and difficult challenges for skilled players.

The game's over-world map was similar to that of Super Mario World, with many hidden paths and secret exits to discover.

Super Mario Bros.

Super Mario Bros. GAMER

New Super Mario Bros. U (2012)

New Game Modes:

A major expansion, New Super Luigi U, was later released as downloadable content and a standalone game in 2013, featuring new levels designed to be more challenging and focused on Luigi's unique, high-jumping physics.

Super Mario Bros.

New Super Mario Bros.U was later re-released on the Nintendo Switch in 2019 as New Super Mario Bros.U Deluxe, which included both the main game and the New Super Luigi U expansion.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario 3D World (2013)

Super Mario 3D World is a significant title in the Mario series, combining the linear, goal-oriented level design of Super Mario 3D Land with the cooperative multiplayer of New Super Mario Bros. Wii.

The game's story begins with Mario, Luigi, Princess Peach, and Toad watching a fireworks display.

Super Mario Bros. GAMER

Super Mario 3D World (2013)

They discover a strange, clear pipe and encounter a trapped fairy-like creature called a Sprixie.

Before they can help, Bowser appears, captures the Sprixie Princess, and flees.

The heroes must then enter the clear pipe and travel to the Sprixie Kingdom to save her and her fellow fairies.

Super Mario Bros. GAMER

Super Mario 3D World (2013)

The game is a 3D platformer where up to four players can play together simultaneously, each choosing from four different characters with unique abilities:

Mario: The balanced, all-around character.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario 3D World (2013)

Luigi: Jumps higher but has a more slippery movement.

Princess Peach: Can float in the air for a short time.

Toad: Runs faster but has a lower jump.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario Maker (2015)

Super Mario Maker* is a game-creation system that allows players to create, play, and share their own 2D *Super Mario* levels.

Released as part of the 30th anniversary of *Super Mario Bros.*, it put the power of level design into the hands of the players, providing a robust and intuitive set of tools to craft unique and challenging stages.

Super Mario Bros. GAMER

Super Mario Maker (2015)

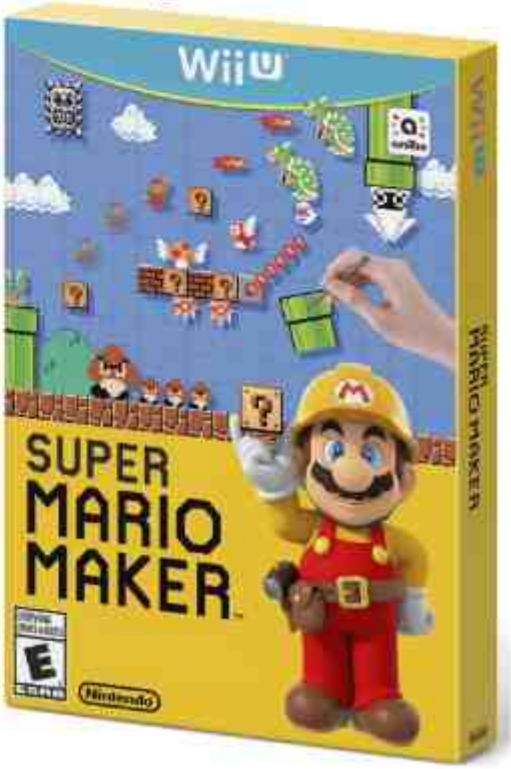
The game's core feature is its level editor, which is controlled using the Wii U GamePad's touchscreen.

Players can drag and drop a wide variety of enemies, power-ups, blocks, and other objects to build their own custom courses.

Super Mario Bros. GAMER

Super Mario Maker (2015)

One of the game's key creative aspects is the ability to place items and enemies in unusual or unexpected combinations, such as stacking Goombas on top of each other, putting Piranha Plants in a Thwomp, or placing a giant Bowser with wings.



Super Mario Bros.

Super Mario Bros. GAMER

Super Mario Maker (2015)

Players can switch between four different art styles and gameplay engines, each based on a classic

Mario games:

Super Mario Bros. (1985)

Super Mario Bros. 3 (1988)

Super Mario World (1990)

New Super Mario Bros. U (2012)

Super Mario Bros. GAMER

Super Mario Maker (2015)

The game includes a variety of pre-made courses to play, but its main appeal lies in the online community.

Players could upload their creations for others to play, and in turn, play a near-endless supply of user-created levels in a "100 Mario Challenge" mode.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario Maker (2015)

Super Mario Maker was a critical and commercial success, celebrated for its user-friendly interface, deep creative potential, and the endless stream of content generated by its community.

It became a showcase for the Wii U's unique features and led to a successful sequel, Super Mario Maker 2, for the Nintendo Switch.

Super Mario Bros.

Super Mario Run (2016)

Super Mario Run was a significant release for Nintendo, as it marked the first time the company had developed a Super Mario game for a mobile platform.

The game was designed from the ground up to be played with a single hand on a touchscreen.

Super Mario Bros. GAMER

Super Mario Run (2016)

In Super Mario Run, Mario automatically runs from left to right, and the player's only action is to tap the screen to make him jump.

The length of the tap determines the height of the jump, allowing for different types of leaps, from a short hop to a high jump.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario Run (2016)

Mario can automatically vault over small obstacles and enemies, adding a new layer of strategy to the traditional platforming formula.

The goal of each level is to collect coins and reach the flagpole at the end.

Super Mario Bros. GAMER

Super Mario Run (2016)

The game is divided into three main modes:

World Tour: A traditional campaign mode with six worlds and 24 levels.

In each level, players are challenged to collect three different sets of colored coins (pink, purple, and black), which requires replaying the levels and finding hidden paths.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario Run (2016)

Toad Rally: A competitive multiplayer mode where players compete against the ghosts of other players' runs.

The goal is to impress a crowd of Toads and collect the most coins to get them to join your kingdom.

Super Mario Bros. GAMER

Super Mario Run (2016)

Kingdom Builder: A simple city-building mode where players can use the Toads and coins collected in the other modes to build and customize their own kingdom with various objects and buildings.

Super Mario Run was a critical success, praised for its polished design, clever level design, and the way it successfully adapted the Mario formula for mobile devices.

Super Mario Bros. GAMER

Super Mario Odyssey (2017)

Super Mario Odyssey is a landmark title for the Nintendo Switch and a return to the open-ended, sandbox-style gameplay of Super Mario 64 and Super Mario Sunshine.

The story begins with a familiar scene: Bowser has kidnapped Princess Peach and plans to force her into marriage.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario Odyssey (2017)

This time, Bowser's plot is even more elaborate, as he and the Broodals, a new group of rabbit-like wedding planners, are collecting items from various kingdoms across the world to prepare for the wedding.

Mario's cap is shredded during the initial confrontation, but he is rescued by a new ally named Cappy, a ghost-like hat from the Cap Kingdom.

Super Mario Bros. GAMER

Super Mario Odyssey (2017)

Cappy's sister, Tiara, has also been captured to serve as Princess Peach's wedding headpiece.

Together, Mario and Cappy travel the world aboard a hat-shaped airship called the Odyssey, collecting Power Moons to fuel their ship and chase after Bowser to rescue both Princess Peach and Tiara.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario Odyssey (2017)

The game's most significant and celebrated new mechanic is "Cappy's capture ability.

Mario can throw Cappy at certain enemies and objects, and upon contact, he can "capture" them.

This allows Mario to take control of the captured entity, giving him access to their unique abilities.

Super Mario Bros.

Super Mario Odyssey (2017)

For example, capturing a Goomba allows Mario to stack on top of others, while capturing a T-Rex lets him stomp through the environment.

This mechanic provides an incredible variety of gameplay and platforming challenges, as each kingdom's unique set of captured enemies opens up new possibilities for exploration.

Super Mario Bros. GAMER

Super Mario Odyssey (2017)

The game also features a unique art style, blending realistic and cartoonish elements, with Mario traveling from a bustling metropolis like New Donk City to a vibrant desert or a lush forest.

Super Mario Odyssey was met with universal acclaim, with many critics calling it a masterpiece and a perfect combination of the best elements of the Mario series.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario Maker 2 (2019)

Super Mario Maker 2 is the sequel to the highly successful Super Mario Maker for the Wii U, bringing the creative level-building system to the Nintendo Switch.

The game builds upon the original with a massive number of new tools, features, and modes, giving players even more freedom to create and share their dream Super Mario levels.

Super Mario Bros. GAMER

Super Mario Maker 2 (2019)

The game's story mode, a new feature, revolves around a simple plot: Mario, a group of Toads, and a new character named the Builder Toad are building Princess Peach's new castle.

However, a mishap with a Reset Rocket destroys the castle, and Mario must collect coins to rebuild it by playing through over 100 new, pre-made levels designed by Nintendo.

Super Mario Bros. GAMER

Super Mario Maker 2 (2019)

The level-creation tools have been significantly expanded with many new additions:

The game introduces a new game style based on Super Mario 3D World, although the levels are still in a 2D side-scrolling format.

This style includes unique elements like Cat Mario, clear pipes, and the ability to ride on vehicles.

Super Mario Bros. GAMER

Super Mario Maker 2 (2019)

New Tools and Items

Players can now use slopes, which were a highly requested feature. Other new items include the Super-ball Flower from Super Mario Land, the ability to create new course themes like Desert and Snow, and the on/off switch to toggle blocks and tracks.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario Maker 2 (2019)

New World Editor: A major new feature allows players to create their own custom world maps with up to eight worlds, each containing a number of levels, a mid-boss, and a final boss.

Online Multiplayer: The game introduced a robust online multiplayer system.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario Maker 2 (2019)

Players can team up with others to clear levels together in a cooperative "Co-op Play" mode or compete against each other in a "Versus Mode" to see who can reach the goal first.

Super Mario Maker 2 received widespread critical acclaim.

Reviewers praised its expanded toolkit, new single-player campaign, and the inclusion of online multiplayer.

Super Mario Bros. GAMER

Bowser's Fury (2021)

Bowser's Fury is a new, separate adventure included as a bonus game in the Nintendo Switch re-release of Super Mario 3D World.

While the main game is a cooperative linear platformer, Bowser's Fury is an open-world, free-roaming experience that serves as a fascinating experimental new direction for the Mario series.

Super Mario Bros. GAMER

Bowser's Fury (2021)

The story sees Mario arriving at a mysterious land called Lake Lapcat, where he finds a furious, out-of-control Bowser.

Bowser has been transformed into a giant, corrupted version of himself, a state caused by a strange black goop.

Bowser Jr., in a rare moment of desperation, asks Mario for help to stop his enraged father.

Super Mario Bros. GAMER

Bowser's Fury (2021)

Mario and Bowser Jr. form an unlikely alliance and must travel across the islands of Lake Lapcat to collect Cat Shines, which are the only power source strong enough to activate the Giga Bells and awaken Mario's own giant form to fight back against Fury Bowser.

Super Mario Bros. GAMER

Bowser's Fury (2021)

The gameplay takes place in a large, single open world with various islands to explore.

The core mechanic is the "Fury" cycle. After a set amount of time, or when certain conditions are met, Fury Bowser will emerge from the water and relentlessly attack Mario, raining fire and giant spiked balls down on the islands.

Super Mario Bros. GAMER

Bowser's Fury (2021)

During this time, the world becomes dark and stormy, and the music shifts to a more intense tone.

Mario must either wait for Fury Bowser to retreat or collect a Cat Shine to force him back into the water.

Super Mario Bros. GAMER

Bowser's Fury (2021)

However, the most direct way to stop Fury Bowser is to collect a Giga Bell and transform into Giga Cat Mario, leading to an epic-scale battle between the two giants.

Bowser Jr. accompanies Mario, and can be controlled by a second player in a co-op mode.

Super Mario Bros. GAMER

Bowser's Fury (2021)

Bowser's Fury* was highly praised for its inventive, interconnected open world, its seamless blend of Super Mario 64*'s exploration and Super Mario Odyssey*'s sandbox elements, and the exhilarating boss battles against Fury Bowser.

Super Mario Bros. GAMER

Super Mario Bros. Wonder (2023)

Super Mario Bros. Wonder* is a vibrant and highly inventive return to the classic 2D side-scrolling format.

It is the first traditional Super Mario side-scroller since New Super Mario Bros. U in 2012, and it introduces a massive number of new ideas and a fresh art style.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario Bros. Wonder (2023)

The story begins with Mario and his friends being invited to the neighboring Flower Kingdom by its ruler, Prince Florian, to see a demonstration of a magical Wonder Flower.

However, Bowser arrives and, in a fit of rage, uses the Wonder Flower's power to fuse himself with the kingdom's castle.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario Bros. Wonder (2023)

Bowser turns Flower Kingdom into a monstrous, living fortress and trapping the inhabitants.

Mario and his friends, along with Prince Florian, must travel across the Flower Kingdom to stop Bowser and restore the world.

Super Mario Bros. GAMER

Super Mario Bros. Wonder (2023)

The game is a visual and auditory delight, with a new animation style that gives the characters and enemies a more expressive and fluid look.

The game's most significant and acclaimed new mechanic is the Wonder Flower.

Super Mario Bros.

Super Mario Bros. GAMER

Super Mario Bros. Wonder (2023)

When a player touches a Wonder Flower, it triggers a "Wonder Effect" that completely changes the level's visuals, gameplay, or even the characters' appearances.

Super Mario Bros. Wonder was met with universal critical acclaim.

It was praised for its creative level design and Wonder Effects.